

Atelier Data Science

Deep learning practice 4
Batch Normalization in DL

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Mini-batch GD

1. Initial approximation w^0
2. Repeat, each time choosing a set of n random objects :

$$w^t = w^{t-1} - \eta_t \frac{1}{n} \sum_{j=1}^n \nabla L(y_{t,j}, a(x_{t,j}))$$

3. Stop when the error on the test set stops decreasing

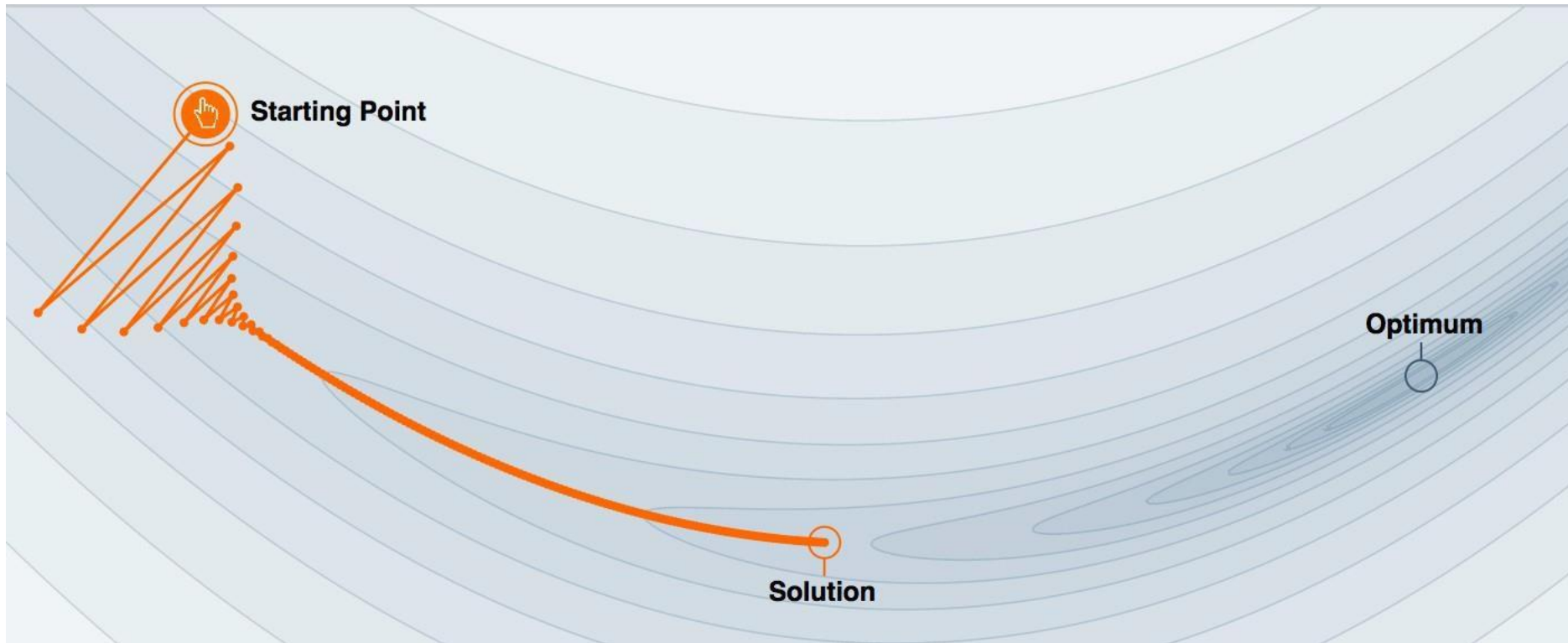
Momentum (smooths out the zig-zag path)

$$h_t = \alpha h_{t-1} + \eta_t \nabla Q(w^{t-1})$$

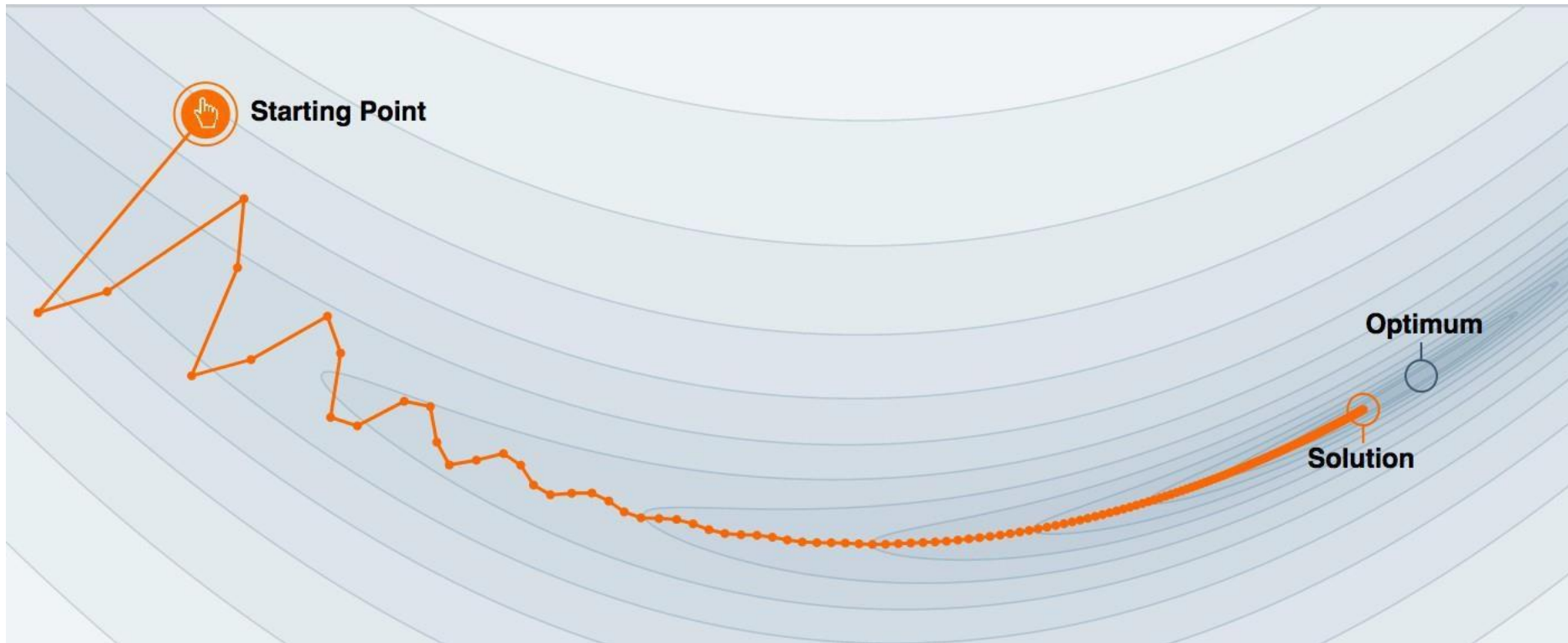
$$w^t = w^{t-1} - h_t$$

- h_t — is the velocity at time $t-1$
- α — momentum term

Without momentum



Momentum



AdaGrad

$$G_j^t = G_j^{t-1} + (\nabla Q(w^{t-1}))_j^2$$
$$w_j^t = w_j^{t-1} - \frac{\eta_t}{\sqrt{G_j^t + \epsilon}} (\nabla Q(w^{t-1}))_j$$

- For each parameter, there is its own learning rate can be fixed
- The step size may decrease too rapidly and lead to early stopping

RMSProp

$$G_j^t = \alpha G_j^{t-1} + (1 - \alpha)(\nabla Q(w^{t-1}))_j^2$$
$$w_j^t = w_j^{t-1} - \frac{\eta_t}{\sqrt{G_j^t + \epsilon}} G_j^t$$

- $\alpha \sim 0.9$
- The speed update depends only on recent steps

Adam

- Momentum + RMSProp

$$m_j^t = \frac{\beta_1 m_j^{t-1} + (1 - \beta_1)(\nabla Q(w^{t-1}))_j}{1 - \beta_1^t}$$
$$v_j^t = \frac{\beta_2 v_j^{t-1} + (1 - \beta_2)(\nabla Q(w^{t-1}))_j^2}{1 - \beta_2^t}$$
$$w_j^t = w_j^{t-1} - \frac{\eta_t}{\sqrt{v_j^t + \epsilon}} m_j^t$$

- Recommended values: $\beta_1 = 0.9$, $\beta_2 = 0.999$ $\epsilon = 10^{-8}$

Dropout

- Drop $d(x)$
- There are no parameters; the only hyperparameter is p (the probability of dropping a neuron). During the training phase:

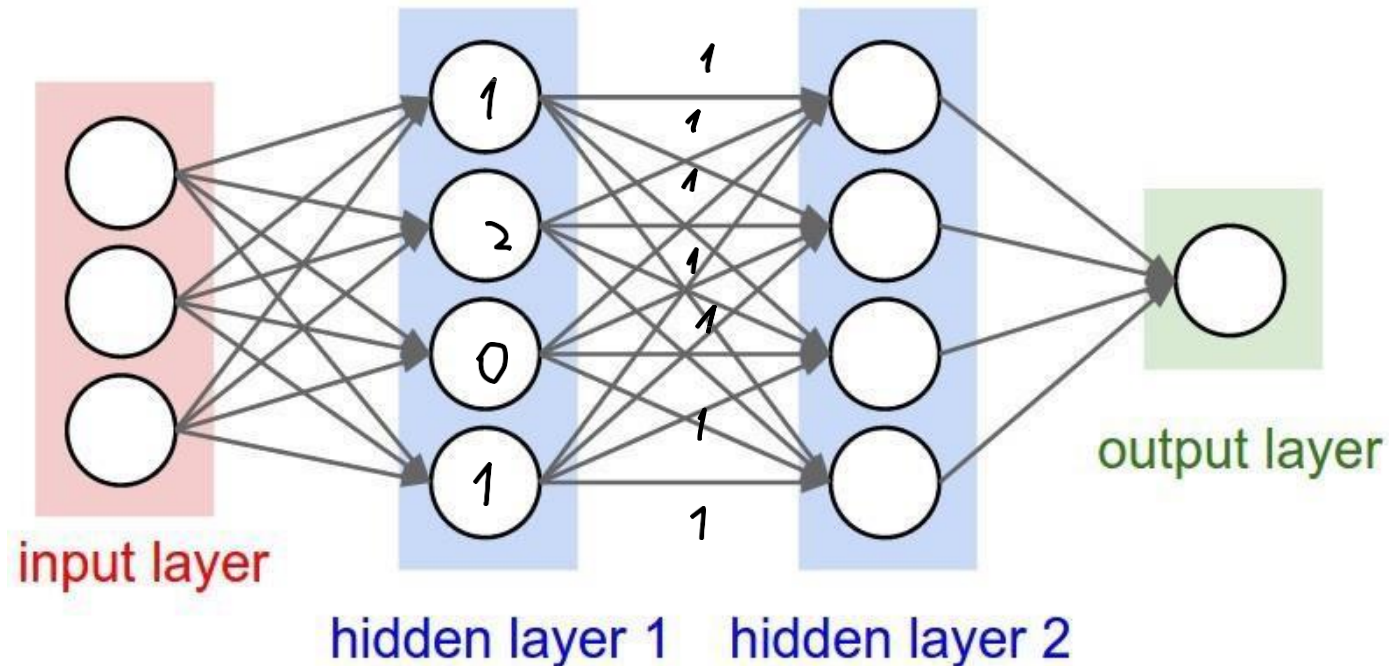
$$d(x) = \frac{1}{p} m \circ x$$

- m is a vector of the same size as x ;
elements are sampled from the Bernoulli distribution $\text{Ber}(p)$
- Division by p is done to preserve the overall scale of the outputs

BatchNorm

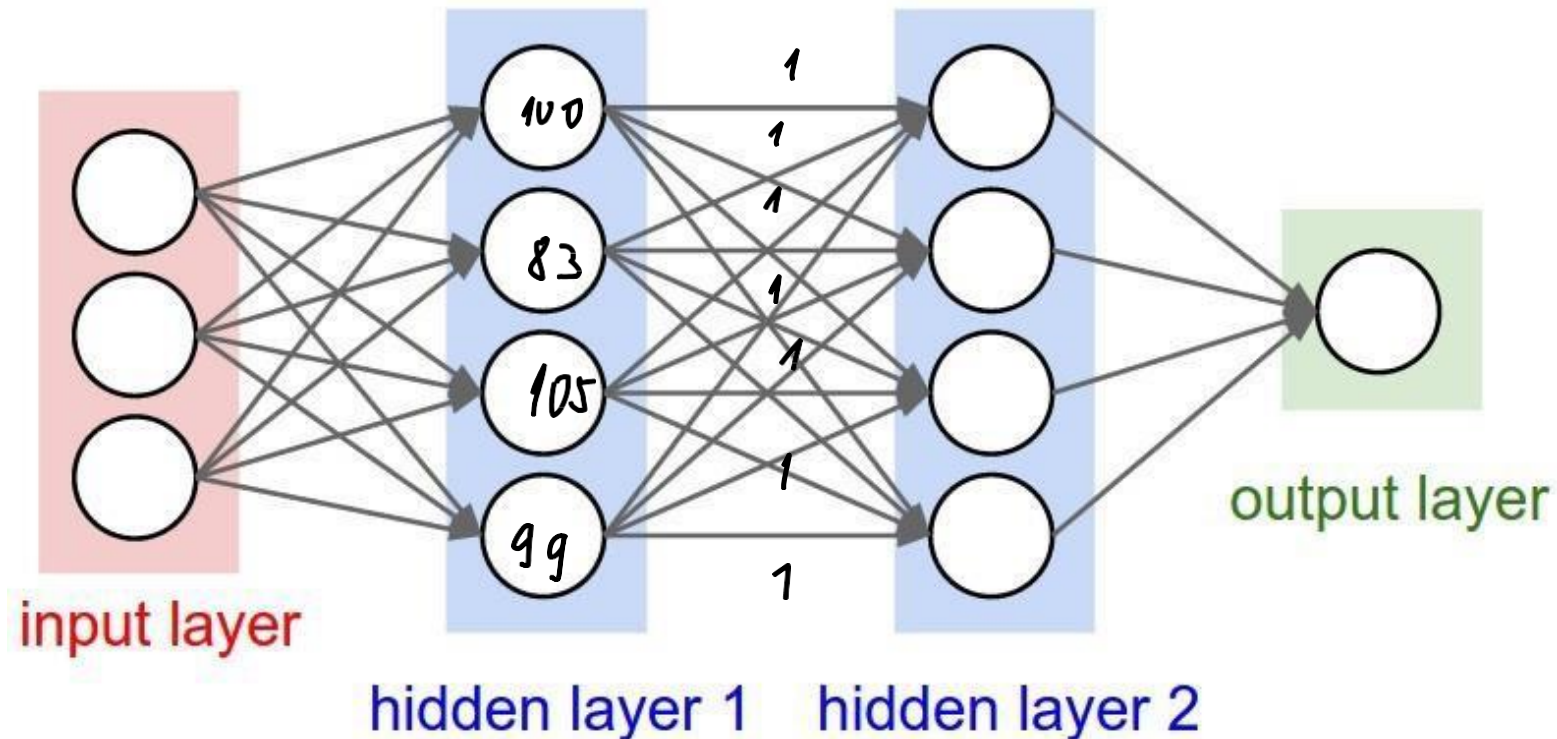
Internal covariate shift

- In a neural network, each layer's input is the output of the previous layer
- If a layer at the beginning undergoes significant changes, all subsequent layers need to be adjusted



Internal covariate shift

- Idea: Transforming the outputs of layers to ensure they consistently have a fixed distribution
- BatchNorm



Batch Normalization

- Implemented as a separate layer
- Computed for the processing batch
- Estimate the mean and variance for each (layer's) input vector

$$\mu_B = \frac{1}{n} \sum_{j=1}^n x_{B,j}$$
$$\sigma_B^2 = \frac{1}{n} \sum_{j=1}^n (x_{B,j} - \mu_B)^2$$

Batch Normalization

- Scale all layer outputs:

$$\tilde{x}_{B,j} = \frac{x_{B,j} - \mu_B}{\sqrt{\sigma_B^2 + \epsilon}}$$

- Scale with trained parameters, mean and variance:

$$z_{B,j} = \gamma \circ \tilde{x}_{B,j} + \beta$$

Batch Normalization

Important: after BatchNorm layer, the mean and variance of each output depend only on the normalization parameters, not on the parameters of previous layers!

- Usually inserted between a fully connected/convolutional layer and non-linearity
- Allows for an increase in the learning rate in gradient descent
- Not guaranteed to truly eliminate covariance shift

Why use BatchNorm?

How Does Batch Normalization Help Optimization?

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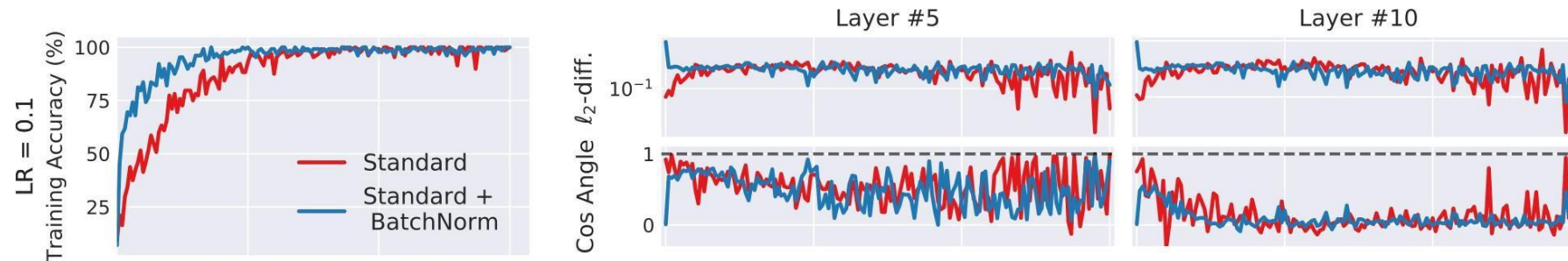
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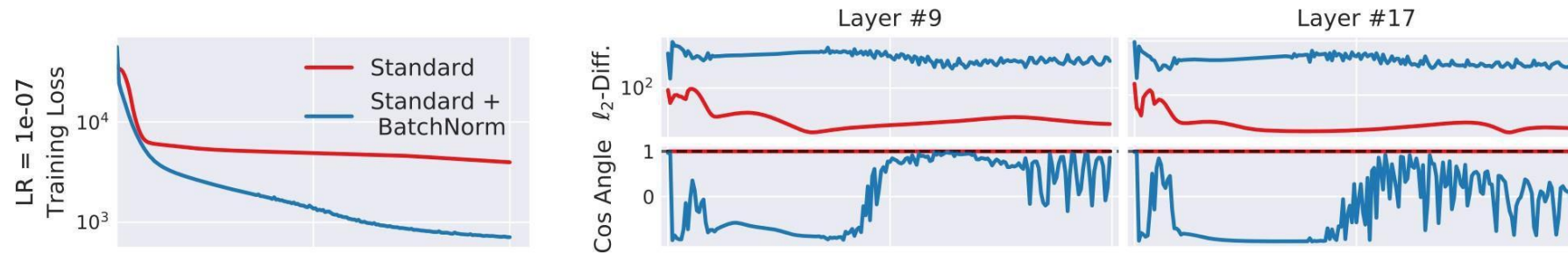
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Why use BatchNorm?

- What is the relationship between gradients across neighboring iterations?

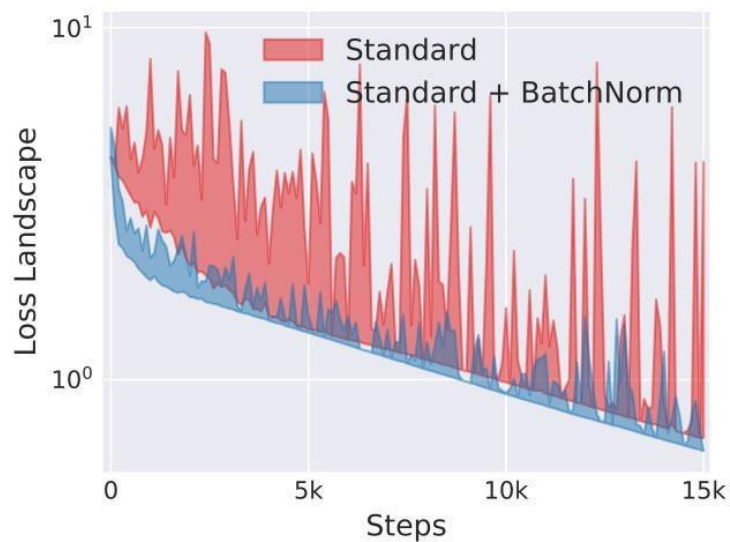


(a) VGG

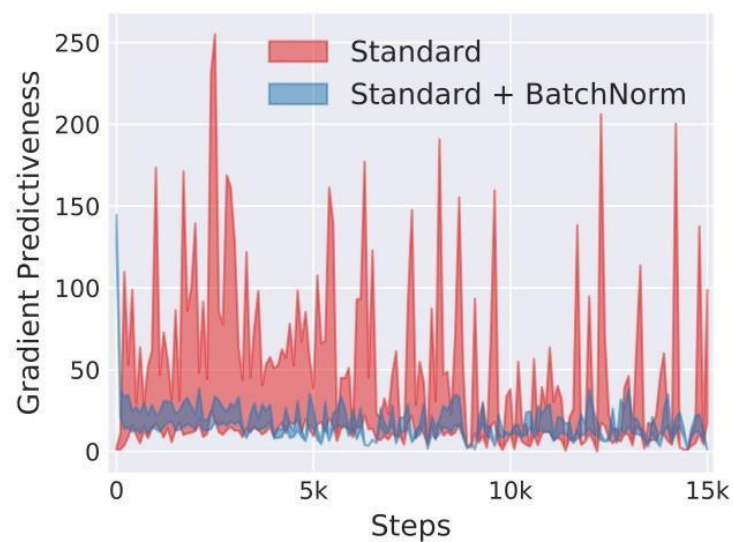


(b) DLN

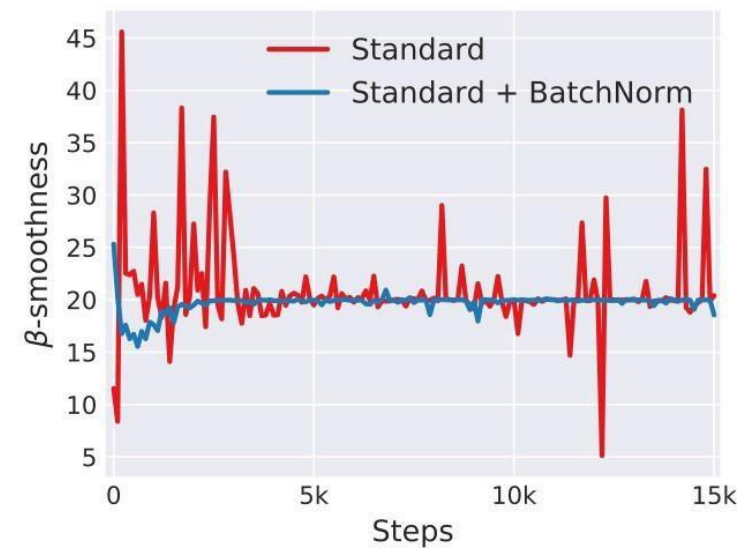
Why use BatchNorm?



(a) loss landscape



(b) gradient predictiveness



(c) “effective” β -smoothness

Initialization

Weight initialization

- There should be no symmetries (bad to initialize everything with one number)
- A good option:

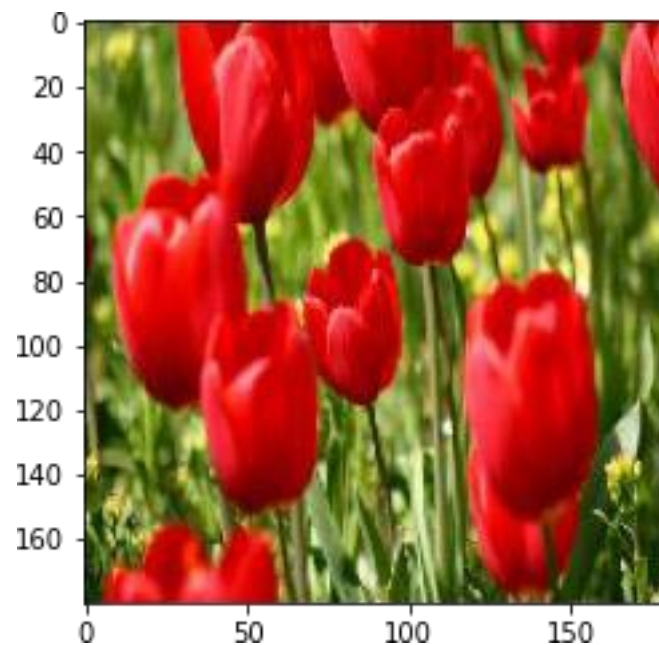
$$w \sim \frac{2}{\sqrt{n}} \mathcal{N}(0, 1)$$

n — layer's input

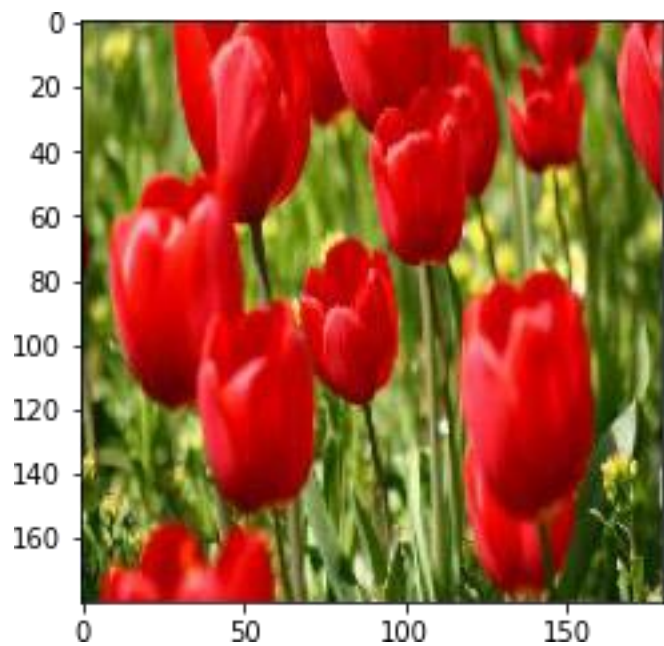
- Scale all outputs approximately the same

Augmentation

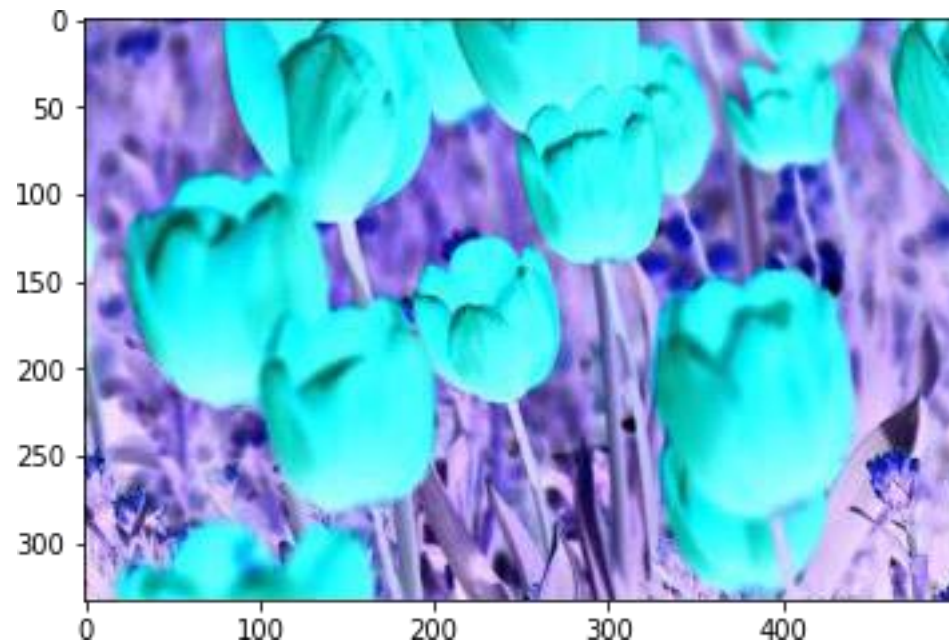
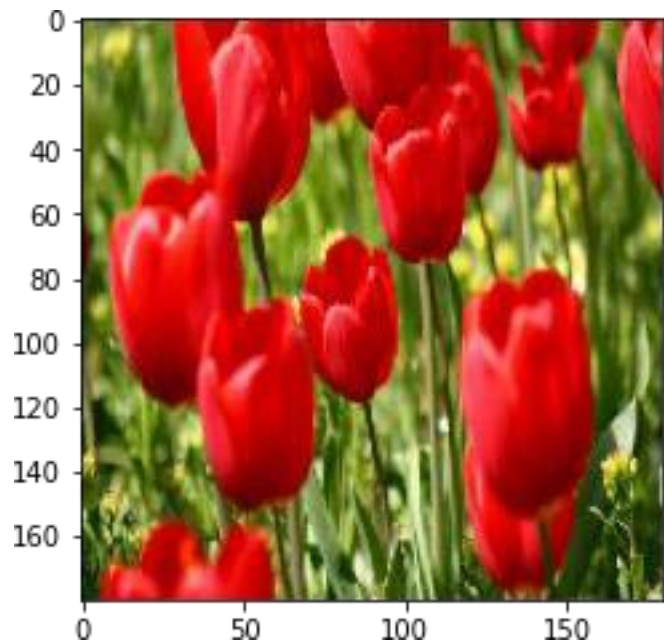
Augmentation



Augmentation



Augmentation



Original image



RGBShift



HueSaturationValue



ChannelShuffle



CLAHE



RandomContrast



RandomGamma



RandomBrightness



Blur



MedianBlur



ToGray



JpegCompression

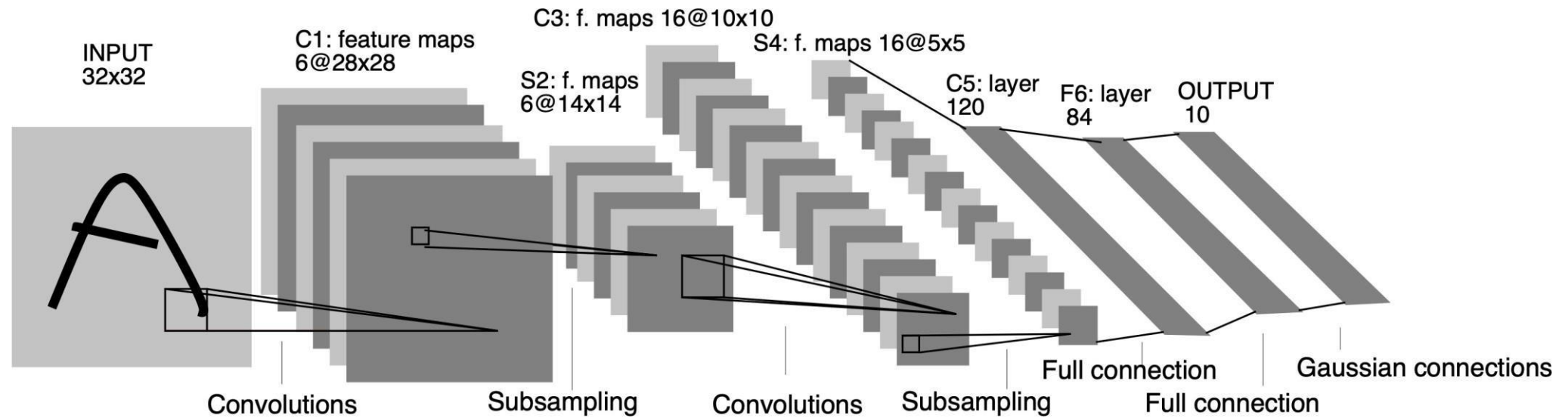


Augmentation

- 'Free' extension of the training dataset
- In some sense, regularization of the model
- Usually, augmentations are randomly applied to images from the current (processing) batch
- During inference, you can apply several augmentations to an image, run the network on each, and average the predictions

Architectures of convolutional neural networks

LeNet (1998)



LeNet (1998)

- MNIST data
- End-to-end learning
- Augmentation
- ~ 60,000 parameters
- Test error rate of 0.8%

ImageNet



- ImageNet Large Scale Visual Recognition Challenge (ILSVRC)
- Approximately 1,000,000 images
- 1000 classes
- Usually, the quality was measured based on the model's best hypothesis

AlexNet (2012)

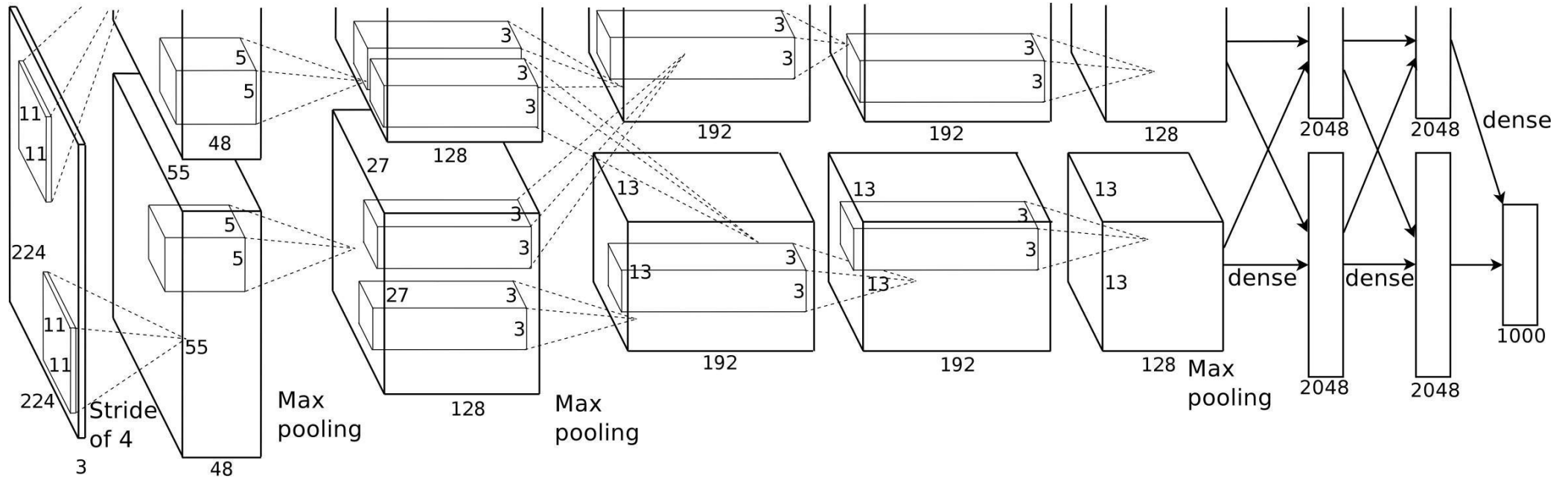
ImageNet Classification with Deep Convolutional Neural Networks

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AlexNet (2012)



AlexNet (2012)

- Using ReLU, augmentation, dropout
- Gradient descent with momentum
- Training on two GPUs (5-6 days)
- Approximately 60 million parameters
- Error rate around 17%